



# DEATH

## Official FAQs and errata, Version 1.3

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### ERRATA

#### FLESH-EATER COURTS

##### Page 89 – Terrorgheist

Change the warscroll title and all references to 'Terrorgheist' to:  
'Flesh-eater Courts Terrorgheist'

##### Page 90 – Zombie Dragon

Change the warscroll title and all references to 'Zombie Dragon' to:  
'Flesh-eater Courts Zombie Dragon'

#### LEGIONS OF NAGASH

##### Page 64 – Legion of Sacrament, Command Traits, Mark of the Favoured

Change the last sentence to:  
'On a 6+ the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.'

##### Page 67 – Legion of Blood, Artefacts of Blood, Ring of Dominion

Add the following to the end of the rules text:  
'Abilities, modifiers or re-rolls that apply to attacks made with that weapon when it is used by the enemy model do not apply to the attacks made with it by the bearer.'

##### Page 67 – Legion of Blood, Artefacts of Blood, Amulet of Screams

Change the rules text to:

'Once per battle, when an enemy **WIZARD** successfully casts a spell, you can declare that the bearer will use the Amulet of Screams. If you do so, you cannot attempt to unbind the spell. Instead, roll a dice. On a 2+, the spell is not successfully cast.'

##### Page 92 – Deathmarch, March of the Dead

Change the rules text to:

'At the start of your hero phase, each unit from this battalion wholly within 12" of the battalion's **WIGHT KING** and more than 3" from any enemy units can move 4". The units cannot run, or move within 3" of an enemy unit, and the distance to the **WIGHT KING** must be measured before any of the moves are made.'

##### Page 100 – Prince Vhordrai, Breath of Shyish

Change the first sentence to:

'At the start of your shooting phase, pick an enemy unit within 8" of this model that is visible to it.'

### FAQs

*Q: If Neferata casts Dark Mist on a unit of Blood Knights, do they get +1 to their save against all attacks?*

A: No.

*Q: If a Liche Priest's Righteous Smiting is cast twice (or more) on the same unit, do the effects stack in any way (i.e. would the unit generate one additional attack for each instance of Righteous Smiting successfully cast on it every time a 6 or more is rolled to hit, including when rolling to hit for the additional attacks it makes)?*

A: Yes.

*Q: Can I use the Zombies' Shambling Horde ability to create a unit that is larger than the normal maximum unit size for a Zombie unit in a Pitched Battle? Does it cost reinforcement points to use the ability?*

A: No to both.

*Q: If you have a Wight King with an Infernal Standard, do you start allocating wounds to one model in the unit, continuing until it fails the special save for being within range of the Standard (or there are no more wounds to allocate)?*

A: Yes.

*Q: After suffering casualties, in the following hero phase can a unit of Skeletons with a surviving Icon Bearer or Standard Bearer recover D6/D3/1 of any models – e.g. the Skeleton Champion and Hornblower in a unit of Skeleton Warriors – or just regular models, e.g. basic Skeleton Warriors in that unit?*

A: You can recover any slain models from the unit, including Skeleton Champions, etc.

## LEGIONS OF NAGASH

*Q: How large is a gravesite and a gravesite marker?*

A: A gravesite is a point you pick on the battlefield that you measure to – it does not have a size as such, but you can consider it to be 1mm across if you wish. Gravesite markers are simply to help you remember where the gravesites are located, and therefore can be of any size; they have no effect on the game other than to mark the location of the gravesites, they do not interfere with movement or visibility, and they can be moved aside to allow the movement and placement of units if need be (in which case you will need to remember the location of the gravesite by other means).

*Q: If a single HERO is within 9" of two different gravesites, can you set up two different units from the grave, one from each gravesite?*

A: Yes.

*Q: If I use the Unquiet Dead battle trait to set up a unit at the end of my movement phase, can the unit move?*

A: No. Things that happen at the end of a phase take place after all of that phase's usual activities; in the case of the movement phase, this means they occur after all normal moves have been made.

*Q: Can I use one of the dice rolls for the Invigorating Aura ability to both heal models and then (if enough points are left over), bring back slain models? If I don't roll high enough to bring back a model with all of its wounds healed, can I bring it back with only as many wounds remaining as the dice roll?*

A: No to both questions. An Invigorating Aura roll can either heal or return models, not both, and you can only use it to return slain models whose combined Wounds characteristic is equal to or less than the roll.

*Q: If I am fighting a Pitched Battle, do the Endless Legions and The Master's Teachings abilities cost reinforcement points?*

A: Yes.

*Q: In what order are the Deathless Minions, Morikhane, and Ceaseless Vigil (from the First Cohort) rules applied if they happen at the same time?*

A: If several abilities can be used at the same time, the player whose turn is taking place uses their abilities first, one after the other, in any order they desire; then the player whose turn is not taking place uses their

abilities, one after another, in any order they desire. The same principle applies to all other things – such as command traits or artefacts of power – that can be used simultaneously during a battle round.

*Q: How does Ceaseless Vigil interact with Skarbrand's Total Carnage rule?*

A: Ceaseless Vigil cannot be used to reallocate wounds suffered from Total Carnage.

*Q: Can the warscroll battalions for specific Legions be taken outside of the Legion named on their warscrolls?*

A: The First Cohort can only be taken as part of the Grand Host of Nagash (because the other Legions cannot include Nagash). Any other battalions for specific Legions can be included as part of a different Legion as long as that Legion also includes the Mortarch that must lead it. For example, to include the Court of Nulahmia in a Legion of Sacrament army, the army would also have to include Arkhan the Black (because if the Legion of the Sacrament has any MORTARCHS, one must be Arkhan).

*Q: Do you need to tell your opponent which edge is chosen for the Shifting Keep ability?*

A: Yes.

*Q: Mannfred's command ability has a range. Is the effect worked out when the ability is used, or when the attacks are made?*

A: When the attacks are made.

*Q: If Prince Vhordrai uses Fist of Nagash on a HERO, does that HERO have to be within 3" of an enemy to pile in and attack?*

A: Yes.

*Q: Can I use the Bat Swarms' Blood Suckers ability to bring back models that have been slain?*

A: No, it can only be used to heal the wounds on models in the unit that have not been slain.

*Q: Can a Vampire Lord both be given a Nightmare and be a Flying Horror?*

A: No.

*Q: The Black Coach has the HERO keyword, but is not a Leader according to the Pitched Battle profiles in the back of the book. Is this correct?*

A: Yes.

*Q: Can the Sepulchral Guard be taken in a Legion of Nagash army?*

A: No, but you should feel free to add the models to units of Skeleton Warriors.

*Q: Can a Mourngul be taken in a Legions of Nagash army?*

A: No. It can be taken in Death and Nighthaunt armies, and as an ally by a Soulblight army.